6955 GUD V2 3/19/07 9:47 AM Page 1

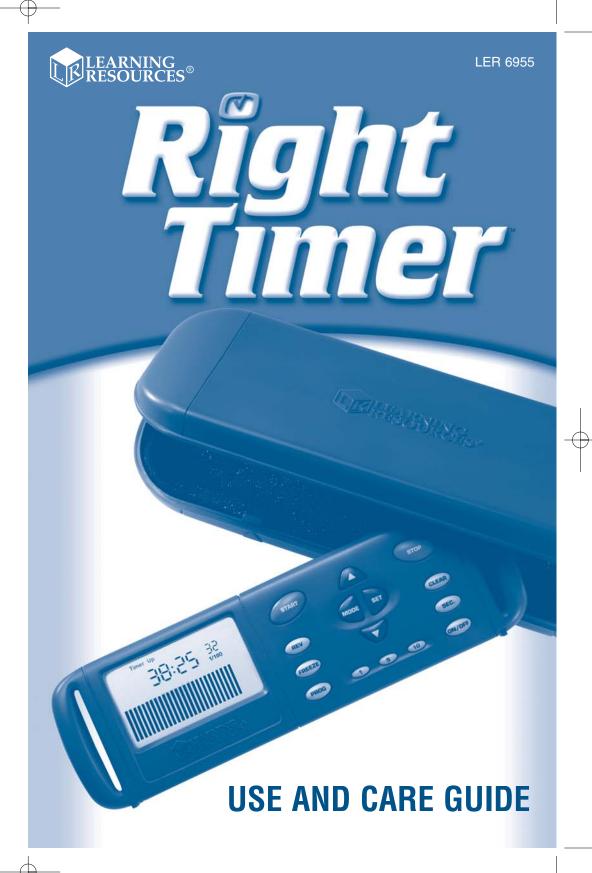


For a dealer near you, call: (847) 573-8400 (U.S. & Int'l) (800) 222-3909 (U.S. & Canada) +44 (0) 1553 762276 (U.K. & Europe)





© Learning Resources, Inc., Vernon Hills, IL (U.S.A.)
Learning Resources Ltd., King's Lynn, Norfolk (U.K.)
Please retain our address for future reference.
Made in China.
LRM 6955-GUD



CONTENTS

Insert Batteries
Getting Started
Clock
Setting6
Timer
Starting
Quick Set
Setting
Personal Program Setting9
Pausing the Timer9
Reversing the Count10
Chronograph (Stop Watch) Set
Starting10
Freezing10
Resuming10
Stopping10
Use and Care Instructions11
Replacing Batteries
Important Battery Information

Right Timer™ Visual Timer & Clock

The Right Timer[™] and clock helps manage time in a new way.

Your modes allow you to:

- keep time with a 12 or 24 hour clock
 - set time with a timer
- chrono feature to use as a stop watch
- fits on your overhead projector and leaves room for a transparency
 - also perfect for desk top use!

se the Right Timer[™] to time tests, practice sessions, study sessions, experiments, phone calls, speeches or any timed activity. It's also the perfect for desktop use. Simply slide the reflective door behind the LCD screen and set it on your desk. For convenience, we've added a feature that will let you save one time setting to use over and over at the press of a button. This is especially helpful if you a particular activity, test or task that requires the same amount of time – say a 5 minute quiz for example. Just press the PROG button to get started right away! Whatever the activity, whatever the time, whatever the time duration, you can always make it "the right time"!

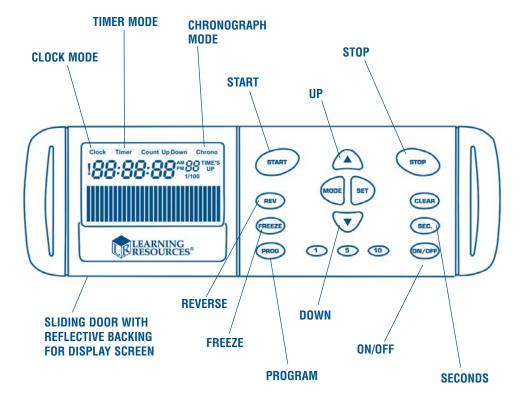
INSERTING THE BATTERIES

You will need:

2 AAA batteries Phillips screwdriver

- 1. Turn the Right Timer™ over. Use the Phillips screwdriver to turn the screw on the battery door in a counter clockwise direction to loosen the screw.
- 2. Remove the screw and open the door.
- 3. Insert the 2 AAA batteries, being careful to match the + and ends of the batteries to the diagram inside the battery compartment.
- 4. Replace the battery compartment door and insert the screw. Tighten the screw by using the Phillips screw driver to turn the screw in a clockwise direction until secure. Do not over-tighten the screw.

3



GETTING STARTED

The **Right Timer**[™] has three modes of operation:

CLOCK MODE

Keep time with 12 or 24 hour clock.

TIMER MODE

Set time with the timer.

CHRONOGRAPH

Use the chrono-feature as a stop watch.

Before setting the **Right Timer**™, get to know all your control features. They'll help make setting the timer a snap!

SLIDING COVER BEHIND THE SCREEN

This cover allows you to use the **Right Timer™** on your desktop. Simply slide it behind the screen for desktop, or out of the way for use on the overhead projector.

ON/OFF

-to turn the unit on or off press and hold this button for 3 seconds

START

- -to begin the timer
- -to unfreeze the marked time in **CHRONO** (stop watch) mode

STOP

- -to stop the timer
- -to stop the alarm
- -to do final stop in **CHRONO** (stop watch) mode

UP/DOWN

-to scroll to the time setting you want

(holding down either arrow button will move the numbers more quickly!)

MODE

- -to toggle through the three modes of:
 - -CLOCK (to set the clock mode)
 - **-TIMER** (to set the timer mode)
 - **-CHRONO** (to set the stop watch mode)

REVERSE

- -to reverse the timer count from up to down, or down to up
- -to move back to a previous programming step

SET BUTTON

- -to activate "programming" mode
- -to accept entries

CLEAR

-to clear any count from the screen

FREEZE

- -to freeze the screen with CHRONO (stop watch) still running in the background
- -press again to unfreeze (or use the **START** button)

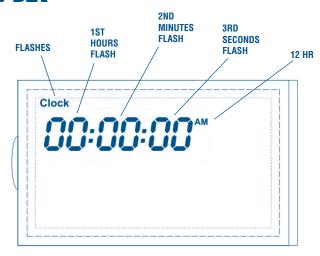
SEC

-to turn the seconds display on or off

PROG

-to set and save your own personal amount of time

CLOCK SET



SETTING THE CLOCK

- 1. Press and hold the **ON/OFF** button to turn the unit **ON**.
- 2. Press the **MODE** button until **CLOCK** is showing on the display
- Press and hold the SET button for 3 seconds to enter the programming mode. The default is the 12 hour format.
- 3. Press the **REV** button to switch to the 24 hour format. Press it again to switch back to 12 hour format.

SETTING THE CLOCK (HOURS)

The **CLOCK** mode indicator and the "hours" place will begin flashing. Press and hold either arrow button to advance to the "hour" of time you want. Holding down an arrow button will advance the numbers more quickly!

Press the **SET** button to accept and confirm the hour.

SETTING THE CLOCK (MINUTES)

After setting the hours, the display will now flash minutes. As before, press and hold either arrow button to advance to the "minute" of time you want. Remember that holding down an arrow button will advance the numbers more quickly!

Press the **SET** button to accept and confirm the minute.

SETTING THE CLOCK (SECONDS)

After setting the minutes, the display will now flash seconds. As before, press and hold either arrow button to advance to the "seconds" of time you want. Remember that holding down an arrow button will advance the numbers more quickly!

Press the **SET** key to accept and confirm the seconds. Congratulations, the clock is now set!

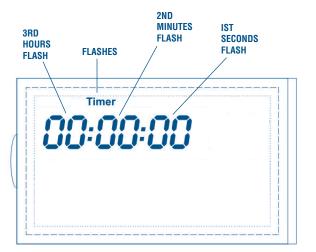
TIMER SET

SETTING THE TIMER

There are two ways to set the **TIMER** function. The first way to set the **TIMER** is to use the **QUICK SET** keys to set values in increments of **1**, **5** or **10** minutes. This is a quick way to set the timer if the amount of time you desire is in whole minutes. The **QUICK SET** keys only work for whole minutes, not seconds or hours. See "**QUICK SET**" section on page 8.

The second way to set the **TIMER** is to enter the amount of time you desire using the arrow keys to scroll through the numbers to the amount of time you want for each section and pressing **SET** to lock in your number. See "**SETTING THE TIMER USING SECONDS**, **MINUTES AND HOURS**" on page 8.

PLEASE NOTE: During programming, if you enter a number and find that you want to change it, you can press the **REV** button. Each time you press the button it will back up one step in the programming.



STARTING THE TIMER

- 1. Press and hold the **ON/OFF** button to turn the unit **ON**.
- Press the MODE button until TIMER is showing on the display. The default time is 30 minutes, or it will display your personal setting once you have set that feature (see Personal Program Set section).
- 3. Press the **START** button to begin the count.
- 4. Press the **FREEZE** button to pause the count.
- 5. Press the **START** button to resume the count.
- 6. Press the **STOP** button to end the count and silence the alarm.
- Press the REV button to change from counting up to counting down, or press again to change back.

6

QUICK SET FOR WHOLE MINUTES

- 1. Press the **MODE** button until **TIMER** is showing on the display.
- 2. Press and hold the **SET** button for three (3) seconds to enter the programming mode. The **TIMER** mode will flash on the screen indicating that you can program your time.
- 3. Use the **1**, **5** and **10** minute buttons to "quick set" your time. For example, if you want to set for 38 minutes, you would:
 - -press the **10** button three times (the screen shows 30 min)
 - -press the **5** button once (the screen shows 35 min)
 - the **1** button three times (the screen now has total of 38 minutes).
- 4. Press the **SET** button three (3) times to accept and lock in your entry.
- 5. Press the **START** button to begin timing!

Press the **REV** button to change the direction of the count. So your unit can count either up or down. The choice is yours!

SETTING TIMER USING SECONDS, MINUTES and HOURS

The procedure for setting the TIMER begins with SECONDS, then MINUTES, then HOURS.

- To enter the timer mode from any other mode, press the MODE button until TIMER is shown on the display screen.
- 2. Press and hold the SET button for three (3) seconds to enter the programming mode. The word TIMER and the "seconds" will begin flashing, indicating you are now in the programming mode. The first time you set the timer, the screen will show 30 minutes. This is the default setting. Once you set your own personal setting for the PROG button (see Personal Program Setting), that number will become the default time.

SETTING THE TIMER (SECONDS)

- 1. The display will flash the **TIMER** indicator. The display will now flash "seconds". As before, press and hold either arrow button to advance to the "seconds" of time you want. Remember that holding down an arrow button will advance the numbers more quickly!
- 2. Press the SET key to accept and confirm the seconds.

SETTING THE TIMER (MINUTES)

- 1. After setting the hours, the display will now flash "minutes". As before, press and hold either arrow button to advance to the "minute" of time you want. Remember that holding down an arrow button will advance the numbers more quickly!
- 2. Press the **SET** button to accept and confirm the minute.

SETTING THE TIMER (HOURS)

- 1. The "hours" place will begin flashing. Press and hold either arrow button to advance to the "hour" of time you want. Holding down an arrow button will advance the numbers more quickly!
- 2. Press the SET button to accept and confirm the hour.

PERSONAL PROGRAM SET

The **Right Timer™** has a feature that allows you to set and save your own personal programmed amount of time. This is very convenient for setting a standard time for a reoccurring task or test. Once you set and save a setting for this feature, you will see this amount of time displayed every time you enter the **TIMER** mode. Then all you have to do is press the **START** key to begin timing!

- 1. To your save your personal time, press the **MODE** button until **TIMER** mode is selected.
- Press and hold the PROG button for three (3) seconds. The word TIMER will begin flashing on the screen.
- Use the arrow buttons to enter the desired amount of time beginning with the "seconds" section. Press the SET button to lock in your entry. Repeat these steps with the minute and hour sections.
- 4. If the amount of time you wish to enter is in whole minutes (no hours or seconds) you can use the QUICK SET buttons to enter the total amount and press the SET button three (3) times to lock in the entry.
- 5. Once you have saved your own setting, this will become the default time each time you enter the **TIMER** mode. You can change this amount at any time by repeating the steps above.
- 6. Press the START button once to activate the timer when the timer mode is displayed on screen. The screen will show TIMER COUNT UP or TIMER COUNT DOWN to indicate the direction of the count!





When the timer is in **COUNT UP** mode, the bars on the graphic display will fill in as time passes. When the timer is in **COUNT DOWN** mode, the bars will disappear as time passes.

TIME IS PAUSED

Press the **REV** button to change the direction of the count. So your unit can count either up or down. The choice is yours!

PAUSING THE TIMER

Press the **FREEZE** button to pause in mid-count. The display will flash "!", indicating the pause.

8

RESUMING THE COUNTDOWN

When you want to start the **TIMER** again, press the **START** button to resume counting from where the unit was paused.

ALARM

An alarm will sound when the time remaining reaches one minute (60 seconds).

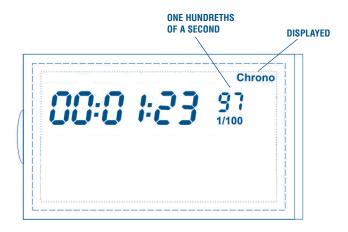
STOPPING THE ALARM

The alarm will then sound until you press the **STOP** button to silence the alarm.

Press the **CLEAR** button to return the display to the full countdown.

CHRONOGRAPH (Stop Watch) SET

1. Press the **MODE** button until **CHRONO** is displayed on the screen.



2. Press the **START** button to begin counting.

FREEZE THE STOP WATCH!

10

- To freeze the display to mark a lap or amount of time, press the FREEZE button once quickly to pause the display to mark time. The real time count will continue to run even though the screen is frozen.
- 2. Press the **START** button once to un-freeze the display and resume the count at actual elapsed time
- 3. Press the **STOP** button to receive final readout when you are finished timing.
- 4. Press the **CLEAR** button to reset the count to zero after the final count.

Use and Care Instructions

To protect your Right Timer™:

- · Do not submerge the unit in water.
- · Prevent spilling food or beverages on the unit.
- To clean, wipe gently with a barely damp, soft cloth.
- Do not throw the unit and do not push sharp objects through the speaker holes or LCD display screen.

Replacing Batteries

Change the batteries when the sound becomes garbled or slows down, or when pressing a button does not trigger a response from the unit. Follow the instructions for inserting the batteries found on page (?) of this manual.

Important Battery Information

Please read and understand these additional battery usage instructions.

To insure proper function:

Battery installation and replacement should be done by an adult only.

Do not mix old and new batteries.

Do not mix alkaline, standard or rechargeable batteries.

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are to be removed from the product before being charged (if removable).

11

Only batteries of the same or equivalent type as recommended are to be used.

Batteries are to be inserted with the correct polarity.

Exhausted batteries are to be removed from the product.

Remove batteries if product is to be inactive for long periods of time, to avoid leakage.

The supply terminals are not to be short-circuited.

Replace batteries at the first signs of erratic operations.

WARNING: DO NOT DISPOSE OF BATTERIES IN FIRE.

BATTERIES MAY EXPLODE OR LEAK.